

Freeciv - Feature #876839

Don't send unit_change_activity directly

2020-06-07 05:36 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	Client	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Make request_unit_load() and request_unit_unload() use request_new_unit_activity_targeted() rather than sending packet_unit_change_activity directly.			
This allows request_new_unit_activity_targeted() to intercept their request.			

History

#1 - 2020-06-07 06:39 PM - Sveinung Kvilhaugsvik

- File 0003-Don-t-send-unit_change_activity-directly.patch added
- Status changed from In Progress to Resolved

#2 - 2020-06-09 08:02 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0003-Don-t-send-unit_change_activity-directly.patch	1.86 KB	2020-06-07	Sveinung Kvilhaugsvik
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